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MAGIC®
THE GATHERING

BLOOMBURROW™

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MS. BUMBLEFLOWER

Graceful, gracious, and generous, Ms. Bumbleflower is the owner and proprietor of Three Tree City's most popular inn and its signature pot of "never-ending stew." This utterly massive cauldron sits on the hearth at all times, where guests are free to take from and add to as they see fit. Ms. Bumbleflower can be found tidying up the inn or striking up a friendly conversation on a grocery run. Even the most hardened and rambunctious guests dare not offend her, either because of her kind nature or the fear of offending everyone in town.

Ms. Bumbleflower inherited the inn from her mother, a retired pirate who founded the establishment as a safe place for animalfolk to rest. To this day, Ms. Bumbleflower is frequently visited by her mother's friends who regale her with adventurous stories of the past and even help out around the inn. It's perhaps because of these burly and protective friends that Mr. Foxglove has a hard time courting her—not that Ms. Bumbleflower realizes he is.

Zoltan Boros

MAGIC THE GATHERING

MS. BUMBLEFLOWER

PLAYING THE DECK

You'll never meet a more generous rabbit in all of Bloomburrow than Ms. Bumbleflower! Turn your opponents into allies by giving them extra cards. Build up your defenses with +1/+1 counters while everyone's arguing over who's your REAL best friend and poring over their many resources, all courtesy of you. Use the new gift mechanic to spread the love even more, all while reaping additional benefits. If you're lucky, you might even get to pull off an alternate win condition!

COMMANDER RULES

Every Commander game is a freewheeling back-and-forth battle in which alliances are formed, friends are betrayed, and grudges are repaid with a vengeance. In the end, only one player will be left standing . . . until the next game begins, of course!

Commander is a free-for-all multiplayer game that uses these additional *Magic*™ rules:

- You start the game with 40 life.
- Your commander starts the game in the command zone.
- You can cast your commander from the command zone. The "commander tax" makes it cost {2} more for each time you've previously cast it from the command zone.
- If your commander would be put into your hand or library, you can have it go to the command zone instead.
- If your commander is put into your graveyard or exile, you can move it from there back to the command zone. If a spell or ability caused that to happen, wait for that spell or ability to finish before moving your commander this way.
- If your commander deals 21 or more combat damage to any one player throughout the game, that player loses.

Find the full rules at **Magic.Wizards.com/Commander**.

Marta Nael
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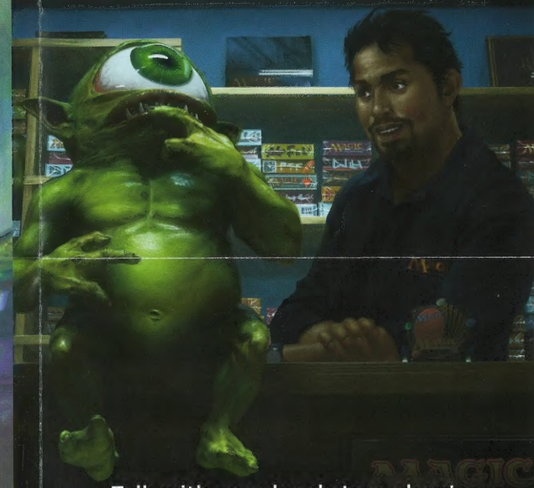

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